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Gameplay Programmer

PROFESSIONAL SUMMARY

Gameplay Programmer specializing in Unreal Engine 5 using Blueprints and C++. Adept at developing complex AI systems, implementing pathfinding, integrating animations, and crafting immersive gameplay mechanics. Demonstrates a strong understanding of performance optimization and cross-functional collaboration. Passionate about building high-quality interactive experiences and continuously advancing technical skills in game development.

TECHNICAL SKILLS

- **Game Engines:** Unreal Engine 5, Unity (Basic)
 - **Programming Languages:** C++, Blueprint, C# (Basic)
 - **Systems & Tools:** AI Behavior Trees, EQS, NavMesh, Animation Blueprints, Git, Perforce, Jira, Level Sequencer
 - **Other:** Optimization Techniques, Debugging & Profiling
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EXPERIENCE

Gameplay Programmer

Avian Hearts, Pune — 12/2023 – Present

- Developed AI behavior including flying, targeting, evading, and patrolling using Behavior Trees and Blackboards.
- Implemented NPCs that interact with the environment (e.g., repairing walls, carrying crates, and reacting to player proximity).
- Worked closely with design and animation teams to build responsive, engaging gameplay features.
- Designed and implemented a robust finisher system, enabling context-sensitive finishing moves triggered by player actions.
- Built a modular and scalable dialogue system supporting dynamic event-driven triggers.
- Contributed to an upcoming in-house game title aiming for late 2025 release.

Gameplay Programmer

GodSpeed Games, Pune — 12/2021 – 09/2023

- Worked on performance optimization of game systems to ensure smoother gameplay and reduced runtime overhead.
 - Ported the game *Charon's Staircase* to multiple platforms, ensuring compatibility and stable performance across consoles.
 - Received official credit in the game's credits list for development contributions.
 - Used Git for version control to manage and track codebase changes across the team.
 - Collaborated closely with the design team to integrate features and with the QA team to address bugs and gameplay issues.
 - Worked on post-release patches to improve game stability and address user-reported issues.
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EDUCATION

Bachelor of Technology, 2017- 2021

Guru Tegh Bahadur Institute of Technology, New Delhi
